



Adult Kickball Rules & Regulations

REVISED 9/6/2012

City of Concord, Park & Recreation Kickball rules are based on WAKA rules. Any information not found in the following rules should be referred to WAKA rules and regulations @ www.kickball.com

Kickball
Official Rules of the Game
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WAKA Kickball – The World Adult Kickball Association is the preeminent adult kickball organization and the world governing body of kickball. Kickball is a simple game consisting of two teams, bases, and a big red ball. The games are played with 11 fielders, 5 innings, 2 base coaches, bouncies, no head shots, one base on an overthrow, forced outs, no ghost men, and bunting is allowed so get a good catcher on your team. For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed or tolerated.

Article 1

The program is to provide an organized athletic event that promotes fun, fellowship, competition, and good sportsmanship. The goal of our kickball is to also provide an opportunity to engage in constructive leisure pursuits. Each team and team captain/coach shall be responsible for the conduct of the team and fans and for the handling of their team business. All City of Concord Parks and Recreation Facilities are alcohol free.

1. The Playing Field

- 1.01 Field suitable for play in accordance with the following provisions which equal the dimensions of a softball field.
 - a. 60 feet bases
 - b. Pitcher Mound 40 feet

- c. The kicker is not required to start in the kicking box, however the kick must occur within the kicking box (see Rule 9.02b)
- 1.02 The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (1) foot in height. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate (see diagram 4). The strike zone may not be marked by cones or other raised objects.
- 1.03 All participants must respect and obey all rules and regulations pertaining to the field used for games. Alcohol is not allowed on or off the field at all City of Concord facilities and functions.
- 1.04 Any ball touched by a player or Referee wholly or partly in fair territory is automatically in play. A participant jumping from fair territory is in fair territory while in the air. A participant jumping from foul territory is in foul territory while in the air.
- 1.05 Does not apply
- 1.06 Optional Extra Bases – Not used

Diagram 1

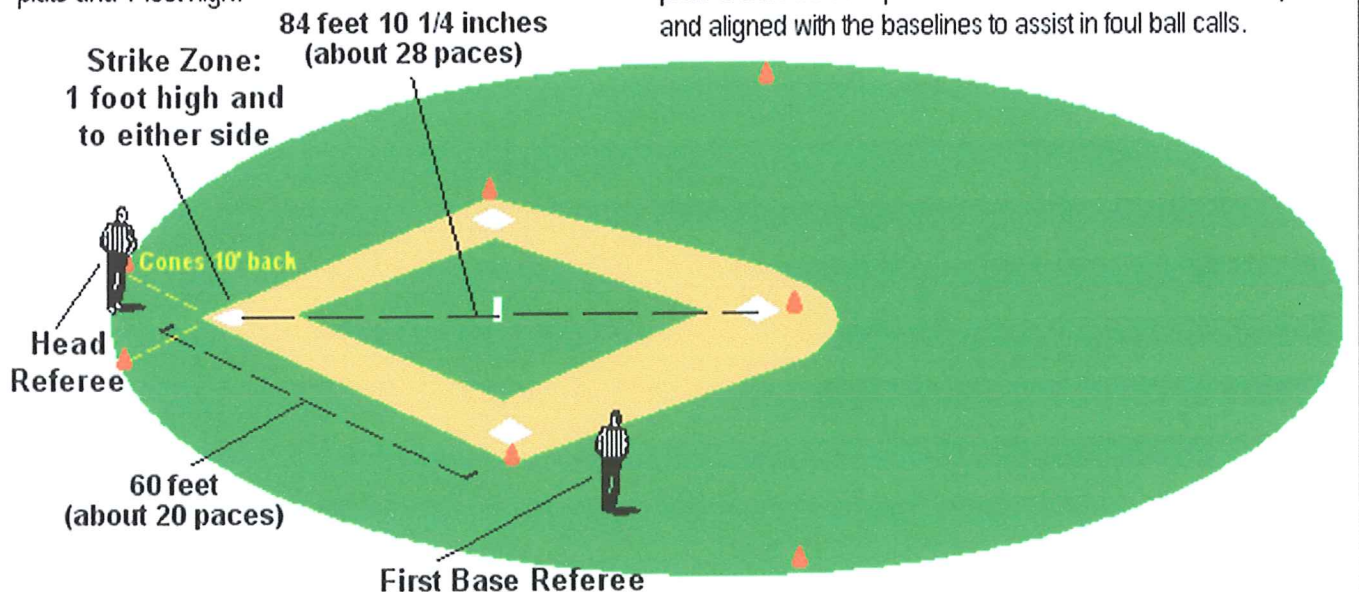
World Adult Kickball Association - Adult Kickball Field

THE FIELD

Kickball is played on a square field with equal sides of 60 feet. The pitching mound is 42 feet 5 1/8 inches from home plate in the center of the diamond. Corner to corner measurement through the pitching mound is 84 feet 10 1/4 inches. The strike zone measures 1 foot to either side of home plate and 1 foot high.

REFEREES & CONES

The Head Referee stands by home plate and calls all pitches, third-baseline fouls, and plays at third and home. The First Base Referee stands on the foul line past first base and calls first-baseline fouls, and plays at first and second. The Head Referee makes all final rulings. DO NOT place cones next to home plate as a strike zone. The only use for cones near home plate should be their placement at least 10 feet from home plate and aligned with the baselines to assist in foul ball calls.



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2. Equipment

- 2.01 Athletic clothing attire used
- 2.02 Athletic shoes or molded cleats allowed. Metal cleats are not allowed.

- 2.03 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee as a performance enhancement must be removed or the player will be removed from play
- 2.04 The official ball is the red Logo Kickball with a pressure of 1.5 pounds per square inch. No other ball is approved for use. Do not over or under inflate the ball.
- 2.05 Teams will be responsible for having matching shirts with numbers on back and no duplication numbers. If team doesn't have matching shirts they will forfeit their games until they have matching shirts.

OFFICIALS

3. Referees

- 3.01 The Head Referee governs all game play and issues all final rulings, and has final authority on equipment issues.
- 3.02 Head Referee must enforce the following; only the Captain/Coach and Co-Captain/Assistant Coach may dispute a call in appropriate manner. The pitcher and all infielders must stay behind the pitching strip line until the ball is kicked; the catcher must play behind the kicker; once the pitcher has the ball in control and on the mound, the play ends when time called; and all fielders must stay out of the baseline – fielders may have their foot on the base, but must lean out of the baseline.
- 3.03 Referees have jurisdiction over play and may:
 - a. Call a time out
 - b. Call off a game due to darkness, rain or other causes at the Referee's discretion
 - c. Penalize a player, including game ejection, for any reason. This includes but not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected players/participants must leave the field area and may not return to the game or tournament. At Head Referee's discretion a player ejected may return only after suspended from playing in the team's next two scheduled games. This decision must be made at time of ejection on player's eligibility for the league/tournament.
- 3.04 Referees have jurisdiction over play and must:
 - a. Cancel the game for weather and lightning following the City of Concord weather policy
- 3.05 Does not apply
- 3.06 The Head Referee must ensure that the teams exchange lineup sheets/scorebook kicking order and supply the official scorekeeper with a copy.
- 3.07 Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

PARTICIPANTS

4. Player Eligibility

- 4.01 All participants must meet the following requirements:
 - a. Must be 16 years of age or older by the date of the first game
 - b. Official Roster/Affidavit must be signed – and fully understand the information provided on the roster
 - c. Does not apply

- 4.02 A player may only sign up/participate for one team per league/tournament
- 4.03 There is a limit of 22 players on a team roster
- 4.04 A player's name, address, telephone number and signature must be on the roster to be eligible to participate. A team can add players with league/tournament supervisor approval if the roster number drops below 11.

5. Teams

- 5.01 Each league must have at least four (4) teams
- 5.02 Each Team:
 - a. Must field at least eight (8) and no more than (11) players on the field, and the 11th player must play the position of catcher; A maximum of 22 on a roster
 - b. **Co-ed must field a minimum of four (4) players of each sex (see Rule 7.04)**
 - c. May only field one pitcher and one catcher at any time during the game (see Rule 8.03)
 - d. A team may not adjust official roster once turned in. Any additional players must be approved by the league supervisor prior to game.
- 5.03 Each team shall have one Captain/Coach and one Co-Captain/Assistant Coach who are jointly responsible for the team. The team Captain/Coach must ensure that:
 - a. All players participating in the game must kick in the written kicking order
 - b. Only Captain/Coach or Co-Captain/Assistant Coach may dispute calls with the Head Referee. A team Captain/Coach may raise protest with the Referee for blatant rule infractions, but will accept the Head Referee's final ruling. The league/tournament director will consider protest beyond the Head Referee at its discretion. If a team makes a protest it must be made before the next pitch is rolled and at time of the infraction. The protest must be made to the referee and official scorekeeper. **NO JUDGEMENT CALL CAN BE PROTESTED.** A \$100.00 protest fee must be submitted to the league/tournament supervisor for all protest including illegal players, and it is refundable if the protest is upheld.
- 5.04 An official scorekeeper will be provided
- 5.05 Exchange of Kicking Order
 - a. The team Captain/Coach must notify referee and official scorekeeper of player changes to field and lineup prior to inning. A player who started the game must re-enter in the same kicking order.
 - b. Any eligible player arriving after the start of the game must be added to the end of the team's written kicking order
 - c. Any team refusal to provide the written scorebook kicking order when requested by the opposing team, referee or official scorekeeper will result in a forfeit of that game.
 - d. A claim of improper kicking order must be made to the Head Referee who will make the final determination. Such a claim must contain two parts: 1. The kicking order change not in compliance with (see rule 5.05 a and b). 2. No later than the first pitch thrown to the subsequent kicker. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker
- 5.06 A player or coach ejected from game(s) could be suspended from the league/tournament and other future adult programs for City of Concord Park and Recreation. This behavior includes but not limited to;
 - a. Fighting
 - b. Threatening

c. Striking

An opposing player, coach, staff member, officials or other league personnel will be suspended from the program/league or tournament possibly indefinitely.

6. Base Coaches

- 6.01 Two members for the team at kick must coach first and third base. The base coaches must assist in retrieving foul balls.
- 6.02 Base coaches may not physically assist runners while the ball is in play

7. Regulation Game

- 7.01 Regulation game last five (5) innings
- In the event of a tie score at the end of the game, the game shall be played additional innings until a winner is declared. (Softball/Baseball extra inning rules)
 - A single game time limit of 60 minutes (1 hour). A game called due to time limit will be marked as a regulation game.
 - If a team is winning after the top of the 5th inning and is home team and set to kick in the bottom of the inning, the game ends and will be marked as a regulation game.
- 7.02 A game that is called off by the Referee (see Rule 3.04) after three (3) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall pick up and play (see Rule 7.01 a) as extra innings until a winner is declared.
- 7.03 A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and a new game will be rescheduled from the beginning.
- 7.04 **Teams Co-ed** must have at least **four (4) men and four (4) women** present and ready to play at the scheduled game time. Team will be granted a 10 minute grace period for that first scheduled game(s) and 5 minute grace period for any subsequent scheduled game(s). Failure to abide by this rule results in a forfeit.
- 7.05 A team playing a non-registered person, an improperly registered person, or a person not registered on that team, will forfeit that game and lose rights to continue play in the league or tournament.
- If such an infraction is claimed during the game, the team accused of the infraction bears the burden of proof. This can be done by presentation of a valid government or state issued **photo ID**, and then compared to the team roster. Prior or during the game.
 - If such an infraction is claimed after a game, the infraction must be announced to the league or tournament coordinator before the end of the next scheduled game. The burden of proof rests with the team claiming the infraction.
- 7.06 A 12 run rule shall be in effect for all games after 3 innings of play; a 25 run rule shall be in effect for all games after 2 full innings of play, the game is over and considered a regulation game.
- 7.07 Teams who start a game with 11 players can finish with 10 players (start with 10 finish with 9)(start with 9 finish with 8) if there are no replacements. Under the following circumstances: a player must leave due to family emergency, a player gets injured. No penalty is assessed when that player's position come to kick. The player is just skipped in the kicking lineup.
- Once a team drops below the 10 players (no lower than 8) for the same circumstances. The team will be assessed an out when the player(s) position comes up in the kicking lineup.

- b. Injured player must re-enter to the original starting position in kicking lineup.
- 7.08 All players who have been ejected can be replaced by eligible team members only. If a team(s) drops below 8 players due to unforeseeable circumstance or ejected player and no replacement player(s) are available then the game is a forfeit.
- 7.08 Tournament teams for Home and Visitors will be determined by a coin flip.
- 7.09 Teams will be allowed a total of 1 courtesy runner per inning. A courtesy runner does not have to be the last out.

8. Pitching, Catching and Fielding

- 8.01 Balls must be pitched by hand. There are no restrictions on pitching style. Bouncies are allowed (see Rule 12.02)
- 8.02 Fielder Positioning. Failure to be properly positioned will result in a position warning to the team that caused the infraction. The team's second and each subsequent Position infraction will result in the kicker being awarded first base regardless of the outcome of the kick. Proper Field Position is:
 - a. All fielders beside the catcher must start play and remain behind the 1st-3rd base diagonal until the ball is kicked
 - b. The pitcher must start the act of pitching within the pitching mound and have a least one foot on or directly behind the pitching rubber/strip when releasing the ball (see Rules 1.01). No part of the pitcher's front foot may be in front of or across the front edge of the pitching rubber/strip until the ball is kicked.
 - c. The catcher must field behind the kicker, within or directly behind the kicking box, and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
- 8.03 Backstop assistant. A coach/captain may choose to enlist a team member as a backstop assistant to retrieve balls no longer in play. This assistant does not count as a catcher or fielder, must be behind the kicking box or in dug out and cannot be involved in any play.

9. Kicking

- 9.01 All kicks must be made by foot or leg, below the knee (see Rule 13.02). Any ball touched by the foot or let below the knee is a kick.
- 9.02 All kicks must Occur:
 - a. At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate (see rule 13.02)
 - b. Within the kicking box (Rule 1.01) The kicker must have at least a portion of the plant foot within the kicking box during the kick (see Rule 13.02). The kicker may line up outside of the kicking box.
- 9.03 Bunting is allowed

10. Running and Scoring

- 10.01 Runners must stay within baseline. Any runner outside the baseline is out (see rule 14.02)
- Runners may choose their path from one base to the next within the base path, and may follow a natural running arc;
 - Runners are free to change course to avoid interference with a fielder making a play;
 - When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- 10.02 Obstruction. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.
- 10.03 Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out (see Rule 14.02)
- 10.04 Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head is safe, and advance to the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
- 10.05 A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out (see Rule 14.02)
- 10.06 All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.
- 10.07 Base Running on Overthrows;
- An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base
 - A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;
 - One base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance;
 - If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
- 10.08 Running past another runner is not allowed. The passing runner is out (see Rule 14.02)
- 10.09 A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.
- 10.10 When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play

11. Strikes

- 11.01 A count of three (3) strikes is an out
- 11.02 A strike is:
 - a. A pitch that is not kicked and is not called a ball per Rule 12.02, that enters any part of the strike zone (see Rule 1.02)
 - b. An attempted kick missed by the kicker inside or outside of the strike zone (see Rule 1.02)
- 11.03 Foul balls never count as strikes

12. Balls

- 12.01 A count of four (4) balls advances the kicker to first base
- 12.02 A ball is:
 - a. A pitch outside of the strike zone as judged by the Referee where a kick is not attempted.
 - b. A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box;
 - c. A pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box;
 - d. A pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker
 - e. A pitched ball that is higher than one foot at the plate

13. Fair and Fouls

- 13.01 A count of four (4) fouls is an out. Foul balls never count as strikes
- 13.02 A foul ball is:
 - a. A kicked ball landing in foul territory (see Diagram 3G, 3H)
 - b. A kicked ball touched in foul territory (see Rule 1.04)
 - c. A kicked ball landing in fair territory, but touching foul territory on its own at any before reaching first or third base (see Diagram 3I, 3J, 3K);
 - d. A kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such;
 - e. A kick made on or above the knee (see Rule 9.01)
 - f. A kicked ball touched more than once or stopped in the kicking box by the kicker;
 - g. A kicked ball kicked outside of the kicking box (see Rule 9.02) (see Diagram 3L 3M);
- 13.03 A fair ball is:
 - a. A kicked ball landing and remaining in fair territory (see Rule 1.04) (see Diagram 3C, 3D, 3E);
 - b. A kicked ball landing in fair territory then traveling into foul territory beyond the 1st - 3rd base diagonal (see Diagram 3A, 3B, 3F).

14. Outs

14.01 A count of three (3) outs by a team completes the team's half of the inning.

14.02 An out is:

- a. A count of three (3) strikes or four (4) fouls;
- b. Any kicked ball (fair or foul) that is caught by a fielder;
- c. A ball tag on a base to which a runner is forced to run, before the runner arrives at the base;
- d. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play (see Rule 15.02);
- e. A kicker that intentionally hits the ball with their hand or arm (see Rule 15.02)
- f. A ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught (see Rule 10.05)
- g. A runner off base when the ball is kicked (see Rule 6.02)
- h. A runner physically assisted by a team member during play (see Rule 6.02)
- i. Any kicker that does not kick in the proper kicking line up (see rule 5.05)
- j. A runner that passes another runner (see Rule 10.08)
- k. A runner outside of the baseline (see Rule 10.01)
- l. A runner who misses a base, as called by a Referee upon the conclusion of the play;
- m. A runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play.
- n. A runner tagged by the ball while on a base they are forced to vacate by the kicker becoming a runner;
- o. Does not apply

14.03 Sideline Area. Prior to the kick, no participants (or spectators') may be in the sideline area except for the kicker the catcher Referees and designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area (see Rule 1.01). The first infraction of this rule will result in a warning to the team that caused the infraction. The second and each subsequent infraction will results in an out for the next kicker in the lineup/scorebook kicking order on the team that caused the infraction.

15. Ball in Play

15.01 Once the pitcher has the ball in control and retains possession on the mound, the play ends (time is called). Runners who are off base at this time and in forward motion may advance only one base if at least halfway. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

15.02 Interference is:

- a. When any non fielder or non permanent object except a Referee or a runner, touches or is touched by a ball in play in fair territory. The interference causes the play to end and runners shall proceed to the base to which they were headed;

- b. When any runner on or off base intentionally touches a ball. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance (see Rule 14.02)
 - c. When any kicker intentionally hits the ball with their hand or arm. This interference causes the play to end, the kicker to be out, and any other runners shall return to the base from which they came (see Rule 14.02)
- 15.03 During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

16. Ghost Men

- 16.01 Ghost men are not allowed

17. Injury and Substitutions

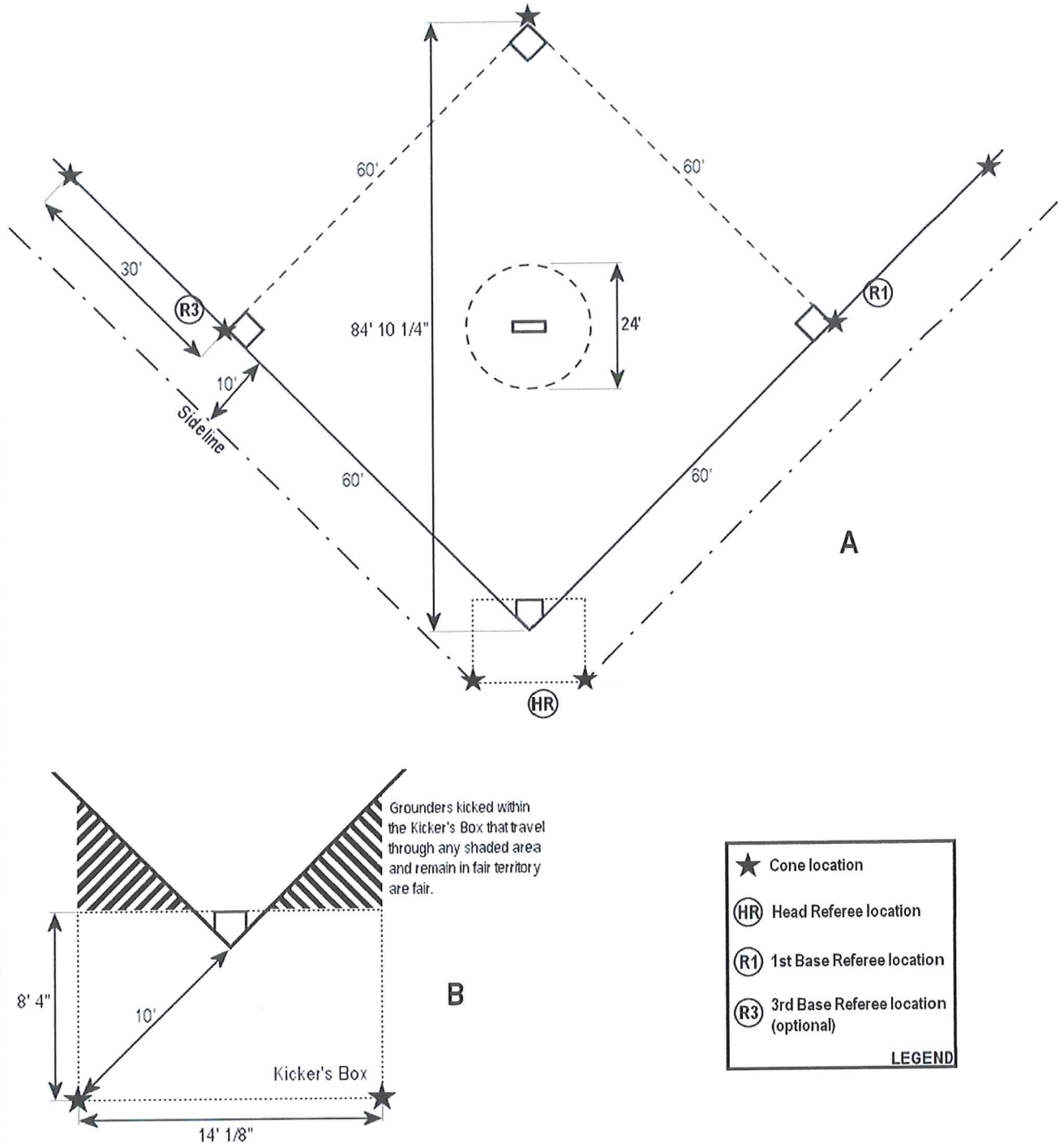
- 17.01 In cases of injury or illness, a time-out may be requested for participants' removal and replacements with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same lineup/scorebook kicking order position previously held.
- 17.02 If a player is ejected, injured, or becomes ill and cannot continue, the lineup/scorebook kicking order will continue in the same formation, less the one player removed – Unless team drops to 9 or 8 players (see Rule 7.07)
- 17.03 Injured players who do not kick shall not play in the game
- 17.04 Any player removed from the game for injury or illness must be noted on both team scorebooks and the official scorebook kicking orders and acknowledgement of the Head Referee.
- 17.05 The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution.
- 17.06 Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. All runners substitutions must be of same sex (Co-ed) A team is **Only allowed one base runner per inning** other than injury. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

Other

18. Other

- 18.01 The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner.
- 18.02 Does not apply
- 18.03 Does not apply

Diagram 2 WAKA Kickball Field Dimensions

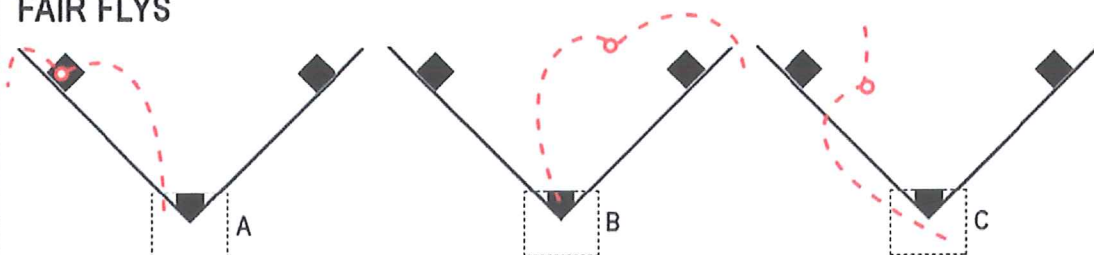


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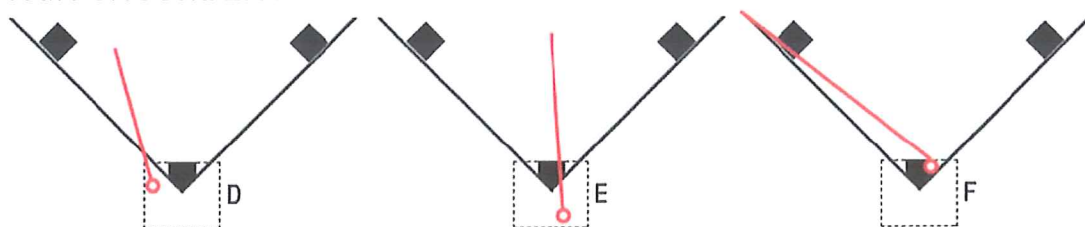
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Diagram 3 WAKA Kickball Fair and Foul Examples

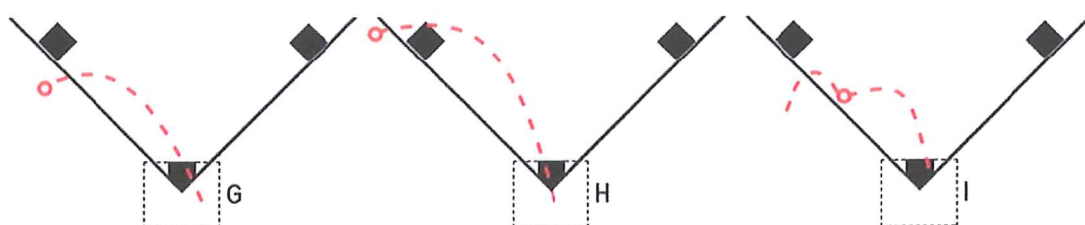
FAIR FLYS



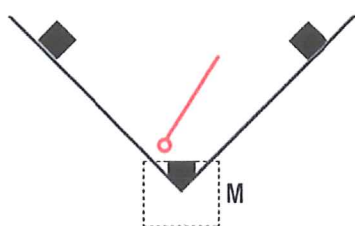
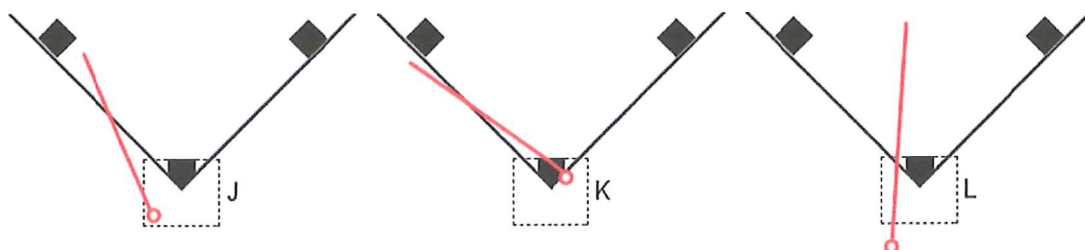
FAIR GROUNDERS



FOUL FLYS



FOUL GROUNDERS

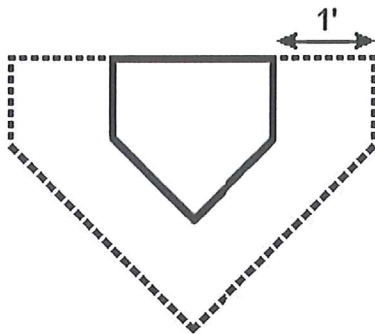


Path of ball in the air	---
Path of ball on the ground	---
First ground contact point	○
LEGEND	

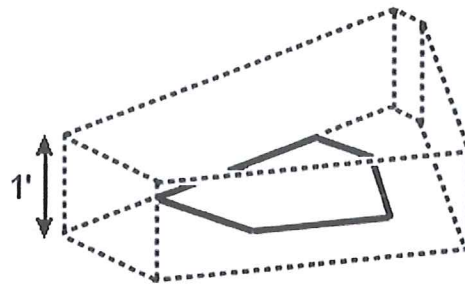
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Diagram 4
WAKA Kickball Strike Zone



TOP VIEW
(not to scale)



3-D VIEW
(not to scale)

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